

CLAIMS :

1 1. A method implemented in a data processing system for
2 storing broadcast events for playback at a later
3 time, wherein the data processing system includes a
4 broadcast receiver, the method comprising:
5 receiving a designation of at least two
6 broadcast events;
7 prioritizing the designated at least two
8 broadcast events including a highest priority
9 designated broadcast event; and
10 accessing a broadcast frequency associated with
11 the highest priority designated broadcast event.

4 accessing a second broadcast frequency from a
5 plurality of broadcast frequencies; and
6 scanning the first and second broadcast
7 frequencies for selected broadcast events.

1 3. The method according to claim 1, further comprises:
2 storing the highest designated broadcast event
3 in a memory.

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- 1 4. The method according to claim 3 wherein the memory
2 is not included in the data processing system.
- 1 5. The method according to claim 3 wherein the step of
2 storing further comprises:
3 indexing the selected broadcast events to a
4 user.
- 1 6. A method implemented in a data processing system for
2 storing broadcast events for playback at a later
3 time, wherein the data processing system includes a
4 broadcast receiver, the method comprising:
5 receiving a designation of at least two
6 broadcast events;
7 prioritizing the designated at least two
8 broadcast events including a highest priority
9 designated broadcast event;
10 accessing the highest priority designated
11 broadcast event; and
12 storing the highest priority broadcast events
13 in a memory.
- 1 7. A method implemented in a data processing system for
2 storing broadcast events for playback at a later
3 time, wherein the data processing system includes a
4 broadcast receiver, the method comprising:
5 receiving a designation of at least two
6 broadcast events;

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- 7 prioritizing the designated at least two
8 broadcast events including a highest priority
9 designated broadcast event;
10 storing the designated broadcast events in a
11 memory;
12 responsive to prioritizing the designated
13 broadcast events, retrieving the highest priority
14 designated broadcast event from the memory; and
15 playing the broadcast event retrieved from
16 memory.
- 1 8. A method implemented in a data processing system for
2 creating a data structure for storing broadcast
3 events for playback at a later time, wherein the
4 data processing system includes a broadcast
5 receiver, the method comprising:
6 receiving parameters in a data structure
7 comprising:
8 designating at least two broadcast events;
9 prioritizing the designated at least two
10 broadcast events including a highest priority
11 designated broadcast event;
12 designating a broadcast frequency; and
13 using the parameters received in the data
14 structure for storing the designated broadcast
15 events in a memory.
- 1 9. A method implemented in a data processing system for
2 creating a data structure for storing broadcast

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3 events for playback at a later time, wherein the
4 data processing system includes a broadcast
5 receiver, the method comprising:
6 receiving parameters in a data structure
7 comprising:
8 designating at least two broadcast events;
9 prioritizing the designated at least two
10 broadcast events including a highest priority
11 designated broadcast event;
12 indicating storage parameters associated
13 with the at least two broadcast events;
14 using the parameters received in the data
15 structure comprises:
16 storing the designated at least two
17 broadcast events in memory;
18 storing the designated at least two
19 broadcast events in memory; and
20 playing the retrieved broadcast
21 event.

1 10. A method implemented in a data processing system for
2 storing broadcast events for playback at a later
3 time, wherein the data processing system includes a
4 broadcast receiver, the method comprising:
5 receiving a retention parameter for retaining a
6 broadcast event;
7 receiving a playback scheduling parameter for
8 scheduling a broadcast event;

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1 15. The method according to claim 10 wherein the
2 playback format parameter associated with formatting
3 a broadcast event and prioritized by topic with
4 respect to other broadcast events.

1 16. The method according to claim 10 wherein a memory is
2 included in the data processing system.

1 17. The method according to claim 10 wherein the memory
2 is not included in the data processing system.

1 18. The method according to claim 10 wherein the step of
2 storing further comprises:
3 associating the selected broadcast events to a
4 user.

1 19. A data processing system for storing broadcast
2 events for playback at a later time, the system
3 comprising:
4 receiving means for receiving a designation of
5 at least two broadcast events;
6 prioritizing means for prioritizing the
7 designated at least two broadcast events including a
8 highest priority designated broadcast event; and
9 accessing means for accessing a broadcast
10 frequency associated with the highest priority
11 designated broadcast event.

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- 1 20. The system according to claim 19 wherein the
2 broadcast frequency is a first broadcast frequency,
3 further comprises:
4 accessing means for accessing a second
5 broadcast frequency from a plurality of broadcast
6 frequencies; and
7 scanning means for scanning the first and
8 second broadcast frequencies for selected broadcast
9 events.
- 1 21. The system according to claim 19 further comprises:
2 memory means for memory for storing the highest
3 priority designated broadcast event.
- 1 22. The system according to claim 21 wherein the memory
2 means for memory is not included in the data
3 processing system.
- 1 23. The system according to claim 21 wherein the memory
2 means for storing further comprises:
3 indexing means for indexing the selected
4 broadcast events to a user.
- 1 24. A data processing system for storing broadcast
2 events for playback at a later time, the system
3 comprising:
4 receiving means for receiving a designation of
5 at least two broadcast events;

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6 prioritizing means for prioritizing the
7 designated at least two broadcast events including a
8 highest priority designated broadcast event;
9 accessing means for accessing the highest
10 priority designated broadcast event; and
11 storing means for storing the highest priority
12 broadcast events in a memory.

1 25. A data processing system for storing broadcast
2 events for playback at a later time, the system
3 comprising:
4 receiving means for receiving a designation of
5 at least two broadcast events;
6 prioritizing means for prioritizing the
7 designated at least two broadcast events including a
8 highest priority designated broadcast event;
9 storing means for storing the designated
10 broadcast events in a memory;
11 responsive to prioritizing means for
12 prioritizing the designated broadcast events,
13 retrieving means for retrieving the highest priority
14 designated broadcast event from the memory; and
15 playing means for playing the broadcast event
16 retrieved from memory.

1 26. A data processing system for creating a data
2 structure for storing broadcast events for playback
3 at a later time for storing broadcast events for
4 playback at a later time, the system comprising:

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5 receiving means for receiving parameters in a
6 data structure comprising:
7 designating at least two broadcast events;
8 prioritizing the designated at least two
9 broadcast events including a highest priority
10 designated broadcast event;
11 designating a broadcast frequency; and
12 using means for using the parameters received
13 into the data structure for storing the designated
14 broadcast events in a memory.

1 27. A data processing system for creating a data
2 structure for storing broadcast events for playback
3 at a later time for storing broadcast events for
4 playback at a later time, the system comprising:
5 receiving means for receiving parameters in a
6 data structure comprising:
7 designating at least two broadcast events;
8 prioritizing the designated at least two
9 broadcast events including a highest priority
10 designated broadcast event;
11 indicating storage parameters associated
12 with the at least two broadcast events;
13 using means for using the parameters
14 received in the data structure comprises:
15 storing means for storing the
16 designated at least two broadcast events
17 in memory;

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18 storing means for storing the
19 designated at least two broadcast events
20 in memory; and
21 playing means for playing the
22 retrieved broadcast event.

1 28. A data processing system for storing broadcast
2 events for playback at a later time, the system
3 comprising:
4 receiving means for receiving a retention
5 parameter for retaining a broadcast event;
6 receiving means for receiving a playback
7 scheduling parameter for scheduling a broadcast
8 event;
9 receiving means for receiving a playback format
10 parameter for playing back a broadcast event;
11 retaining means for retaining a broadcast event
12 according to the retention parameter;
13 retrieving means for retrieving a broadcast
14 event according to the playback format parameter;
15 and
16 playing means for playing back a broadcast
17 event according to the playback format parameter.

1 29. The system according to claim 28 wherein the
2 retention parameter is associated with a broadcast
3 event and prioritized by topic with respect to other
4 broadcast events.

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- 1 30. The system according to claim 28 wherein the
2 retention parameter retention parameter associated
3 with a broadcast and prioritized by title with
4 respect to other broadcast events.
- 1 31. The system according to claim 28 wherein the
2 playback scheduling parameter associated with
3 scheduling a broadcast event and prioritized by
4 topic with respect to other broadcast events.
- 1 32. The system according to claim 28 wherein the
2 playback format parameter associated with formatting
3 a broadcast event playback and prioritized by title
4 with respect to other broadcast events.
- 1 33. The system according to claim 28 wherein the
2 playback format parameter associated with formatting
3 a broadcast event and prioritized by topic with
4 respect to other broadcast events.
- 1 34. The system according to claim 28 wherein a memory is
2 included in the data processing system.
- 1 35. The system according to claim 28 wherein the memory
2 is not included in the data processing system.
- 1 36. The system according to claim 28 wherein the storing
2 means for storing further comprises:

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8 instructions for prioritizing the designated at
9 least two broadcast events including a highest
10 priority designated broadcast event;

11 instructions for accessing the highest priority
12 designated broadcast event; and

13 instructions for storing the highest priority
14 broadcast events in a memory.

1 39. A computer program product, including instructions
2 implemented in a data processing system for storing
3 broadcast events for playback at a later time,
4 embodied on a system readable medium, the
5 instructions comprising:

6 instructions for receiving a designation of at
7 least two broadcast events;

8 instructions for prioritizing the designated at
9 least two broadcast events including a highest
10 priority designated broadcast event;

11 instructions for storing the designated
12 broadcast events in a memory;

13 responsive to instructions for prioritizing the
14 designated broadcast events, instructions for
15 retrieving the highest priority designated broadcast
16 event from the memory; and

17 instructions for playing the broadcast event
18 retrieved from memory.

1 40. A computer program product, including instructions
2 implemented in a data processing system for creating

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3 a data structure for storing broadcast events for
4 playback at a later time, embodied on a system
5 readable medium, the instructions comprising:
6 instructions for receiving parameters in a data
7 structure comprising:
8 designating at least two broadcast events;
9 prioritizing the designated at least two
10 broadcast events including a highest priority
11 designated broadcast event;
12 designating a broadcast frequency; and
13 instructions for using the parameters
14 received in the data structure for storing the
15 designated broadcast events in a memory.

1 41. A computer program product, including instructions
2 implemented in a data processing system for creating
3 a data structure for storing broadcast events for
4 playback at a later time, embodied on a system
5 readable medium, the instructions comprising:
6 instructions for receiving parameters in a data
7 structure comprising:
8 designating at least two broadcast events;
9 prioritizing the designated at least two
10 broadcast events including a highest priority
11 designated broadcast event;
12 indicating storage parameters associated
13 with the at least two broadcast events;
14 instructions for using the parameters
15 received in the data structure comprises:

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16 storing the designated at least two
17 broadcast events in memory;
18 instructions for storing the
19 designated at least two broadcast events
20 in memory; and
21 playing the retrieved broadcast
22 event.

1 42. A computer program product, including instructions
2 implemented in a data processing system for storing
3 broadcast events for playback at a later time,
4 embodied on a system readable medium, the
5 instructions comprising:
6 instructions for receiving a retention
7 parameter for retaining a broadcast event;
8 instructions for receiving a playback
9 scheduling parameter for scheduling a broadcast
10 event;
11 instructions for receiving a playback format
12 parameter for playing back a broadcast event;
13 instructions for retaining a broadcast event
14 according to the retention parameter;
15 instructions for retrieving a broadcast event
16 according to the playback format parameter; and
17 instructions for playing back a broadcast event
18 according to the playback format parameter.